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Video gaming machine having a touch screen for player interaction

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(54) Title
VIDEO GAMING MACHINE HAVING A TOUCH SCREEN FOR PLAYER INTERACTION

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The invention provides a video gaming machine (10) having a touch screen display (12) and a control system which displays game control touch areas and player data input (78) and message areas (76) on the touch screen display (12) to integrate game control and player tracking functions. The data input areas (78) include touch sensitive key areas (88) for inputting alphanumeric information. The message areas (76) can include both alphanumeric text and graphics messages. The control system groups the message (76) and data input key areas (78) in a logical fashion to create a user-friendly graphical interface to the gaming machine data system. In another aspect of the present invention, a second group of key areas (80) is provided which display graphical icons (82a-e) representing services available to the player.

CLAIM

1. A video gaming machine comprising:
a touch-sensitive video display; and
control means operatively connected to said touch-sensitive video display for displaying games and for displaying a message area and a first touch-sensitive key area on said touch-sensitive display, said key area corresponding to an entry of data by a player, wherein said control means is responsive to said first key area for receiving and storing said player data.